

WHAT IS CLAIMED IS:

1. A method for managing time-sensitive packetized data streams at a receiver, comprising:

5 receiving a time-sensitive packet of a data stream;
analyzing an energy level of a payload signal of the packet; and
determining whether to drop the packet based on the energy level of the payload signal.

10 2. The method of Claim 1, further comprising:
storing the packet in a buffer; and
determining whether to drop the packet based on the energy level of the payload signal and a fullness of the buffer.

15 3. The method of Claim 2, further comprising determining whether to insert a filler packet based on the energy level of the payload signal and the fullness of the buffer.

20 4. The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.

5. The method of Claim 1, wherein the payload signal is a voice signal.

25 6. The method of Claim 1, wherein analyzing the energy level of the payload signal of the packet comprises:

determining a short term average energy of the payload signal;
determining a noise floor estimate;
comparing the short term average energy and the noise floor estimate; and
either dropping or playing the packet based on the comparison.

30 7. The method of Claim 1, wherein analyzing the energy level of the payload signal of the packet comprises:

comparing the energy level of the payload signal to an energy level of
a payload signal of a previous packet; and
determining whether to drop the packet based on the comparison.

5 8. The method of Claim 1, wherein analyzing the energy level of the
payload signal of the packet comprises:

 determining a short term average energy of the payload signal;
 determining a noise floor estimate;
 comparing the short term average energy and the noise floor estimate;
10 comparing the energy level of the payload signal to an energy level of
a payload signal of a previous packet; and
 either dropping or playing the packet based on the comparison.

 9. The method of Claim 3, wherein determining whether to insert the
15 filler packet comprises:

 determining if an underrun condition exists in the buffer; and
 determining if a previous packet can be repeated or if a new packet
needs to be inserted.

20 10. The method of Claim 1, wherein determining whether to drop the
packet comprises determining whether an overflow condition exists in the buffer.

11. A set of logic encoded in media for managing time-sensitive packetized data streams at a receiver, the logic, when executed by a computer, operable to:

5 receive a time-sensitive packet of a data stream;
analyze an energy level of a payload signal of the packet; and
determine whether to drop the packet based on the energy level of the payload signal.

10 12. The logic of Claim 11, further operable to:
store the packet in a buffer; and
determine whether to drop the packet based on the energy level of the payload signal and a fullness of the buffer.

15 13. The logic of Claim 12, further operable to determine whether to insert a filler packet based on the energy level of the payload signal and the fullness of the buffer.

20 14. The logic of Claim 11, wherein the time-sensitive packet comprises a real-time packet.

15. The logic of Claim 11, wherein the payload signal is a voice signal.

25 16. The logic of Claim 11, wherein the logic is further operable to:
determine a short term average energy of the payload signal;
determine a noise floor estimate;
compare the short term average energy and the noise floor estimate; and
either drop or play the packet based on the comparison.

30 17. The logic of Claim 11, wherein the logic is further operable to:
compare the energy level of the payload signal to an energy level of a payload signal of a previous packet; and

determine whether to drop the packet based on the comparison.

18. The logic of Claim 11, wherein the logic is further operable to:
- 5 determine a short term average energy of the payload signal;
- determine a noise floor estimate;
- compare the short term average energy and the noise floor estimate;
- compare the energy level of the payload signal to an energy level of a
- payload signal of a previous packet; and
- either drop or play the packet based on the comparison.

19. The logic of Claim 13, wherein the logic is further operable to:
- determine if an underrun condition exists in the buffer; and
- determine if a previous packet can be repeated or if a new packet needs
- to be inserted.

20. The logic of Claim 11, wherein the logic is further operable to
- determine whether an overflow condition exists in the buffer.

21. A system for managing time-sensitive packetized data streams at a receiver, comprising:

means for receiving a packet of a data stream;

means for analyzing an energy level of a payload signal of the packet;

5 and

means for determining whether to drop the packet based on the energy level of the payload signal.

22. The system of Claim 21, further comprising:

10 means for storing the packet in a buffer; and

means for determining whether to drop the packet based on the energy level of the payload signal and a fullness of the buffer.

23. The system of Claim 22, further comprising means for determining
15 whether to insert a filler packet based on the energy level of the payload signal and the fullness of the buffer.

24. The system of Claim 21, wherein the time-sensitive packet comprises a real-time packet.

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25. The system of Claim 21, wherein the payload signal is a voice signal.

26. The system of Claim 21, wherein means for analyzing the energy level of the payload signal of the packet comprises:

25 means for determining a short term average energy of the payload signal;

means for determining a noise floor estimate;

means for comparing the short term average energy and the noise floor estimate; and

30 either means for dropping or means for playing the packet based on the comparison.

27. The system of Claim 21, wherein means for analyzing the energy level of the payload signal of the packet comprises:

means for comparing the energy level of the payload signal to an energy level of a payload signal of a previous packet; and

5 means for determining whether to drop the packet based on the comparison.

28. The system of Claim 21, wherein means for analyzing the energy level of the payload signal of the packet comprises:

10 means for determining a short term average energy of the payload signal;

means for determining a noise floor estimate;

means for comparing the short term average energy and the noise floor estimate;

15 means for comparing the energy level of the payload signal to an energy level of a payload signal of a previous packet; and

either means for dropping or means for playing the packet based on the comparison.

20 29. The system of Claim 23, wherein means for determining whether to insert the filler packet comprises:

means for determining if an underrun condition exists in the buffer; and

25 means for determining if a previous packet can be repeated or if a new packet needs to be inserted.

30. The system of Claim 21, wherein means for determining whether to drop the packet comprises means for determining whether an overflow condition exists in the buffer.

31. A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a plurality of time-sensitive packets of a data stream;

storing the packets in a buffer;

5 retrieving one packet from the buffer;

determining if an overflow condition exists in the buffer;

determining a short term average energy of a payload signal of the packet;

determining a noise floor estimate;

10 comparing the short term average energy and the noise floor estimate;

and

determining whether to drop the packet based on the overflow condition and the comparison of the short term average energy and the noise floor estimate.

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32. The method of Claim 31, further comprising determining whether to insert a filler packet based on the payload signal and a fullness of the buffer.

33. The method of Claim 31, wherein the time-sensitive packets comprise
20 real-time packets.

34. The method of Claim 32, wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and

25 determining if a previous packet can be repeated or if a new packet needs to be inserted.